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Human Behavior Understanding

Second International Workshop, HBU 2011
Amsterdam, The Netherlands, November 16, 2011
Proceedings

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ISSN 0302-9743 e-ISSN 1611-3349
ISBN 978-3-642-25445-1 e-ISBN 978-3-642-25446-8
DOI 10.1007/978-3-642-25446-8
Springer Heidelberg Dordrecht London New York

Library of Congress Control Number: 2011941084

CR Subject Classification (1998): I.5, H.5.2, I.4, I.4.8, I.2, I.2.10, H.3-4

LNCS Sublibrary: SL 6 – Image Processing, Computer Vision, Pattern Recognition, and Graphics

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Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India

Printed on acid-free paper

Springer is part of Springer Science+Business Media (www.springer.com)

Preface

Automatic computer analysis of human behavior is an expanding research area, with many technical challenges and many potential applications, encompassing gaming, surveillance, multimedia, ambient-assisted living, and many more. The Second International Workshop on Human Behavior Understanding (HBU) aimed to bring together researchers developing and using computer analysis tools for learning and modeling human behavior, covering both hardware or software aspects. As such, the topics link areas like pattern recognition, sensor technologies, social signal processing, and interaction design.

The International Joint Conference on Ambient Intelligence combines concepts of ubiquitous technology, intelligent systems and advanced user interface design, presenting an excellent opportunity to foster collaborations across disciplines. The first HBU Workshop had a pattern recognition focus, and was organized as a satellite to ICPR 2010. The second workshop had a focus theme on inducing behavioral change, which means moving the computer from a passive observer role to a socially active participating role and enabling it to drive some kinds of interaction, such as influencing attitudes and behaviors of people in natural or virtual environments.

This proceedings volume contains 13 papers presented at the workshop, as well as the abstracts of the keynote talks by Nuria Oliver (Telefonica Spain) and Wijnand Ijsselstein (Eindhoven University of Technology), and a summarizing paper. We received 32 submissions in total, and each paper was peer-reviewed by at least two members of the Technical Program Committee.

We would like to take the opportunity to thank our Program Committee members and reviewers for their rigorous feedback, our authors and our keynote speakers for their contributions. We would also like to thank the AmI 2011 Organizing Committee, and in particular Ben Kröse, Gwenn Englebienne, and Reiner Wichert.

November 2011

Albert Ali Salah
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